

# MELTDOWN



Programming / Graphics by Ross Goodley

Music by WE M.U.S.I.C. Ltd.

## The Game

The nuclear power source for STAR WARS H.Q. on the moon has become unstable. This has seriously affected the main computer system. Only you can reach the control room and avert disaster. H.Q. is a three storey office complex connected by computer controlled lift. Each level has 64 different offices some of which have computer terminals. To access the second level it is necessary to locate the 6 different types of control terminals and outsmart the computer at a game or puzzle. If you are succesful a code will be revealed on screen. When all 6 codes are in place proceed to the lift terminal where access to the second level is obtained. Before entering the second level a Midi Game "The President's Brain is Missing" will be presented. Collect the various parts of the brain scattered around the screens for final access. Level 2 follows a similar pattern to level 1 with different graphic designs and a new Midi Game SHORT CUT. Level 3 has yet another new range of office designs and after collecting the 6 codewords you may think you are nearly there. — Save the game and take a deep breath before entering the final mind blowing stage.

This is a simple matter of learning a new computer language S.C.U.B.A. — simple code understandable by anyone by hacking into the mainframe. When you feel competent, write a program and run it. If you are successful you guide your character to various control rods and fuel rods and the reactor will be stabilised. If you fail it could be fatal, and it is a long way back to the beginning.

All successful participants are awarded a completion certificate — if printer is connected.

## To Load

R U N " M E L T D O W N " RETURN

## CONTROLS

R to redefine movement direction keys or use joystick.

To somersault press fire and direction together.

Fire — fires laser gun.

## GAME STRUCTURE

To progress to second level it is necessary to locate 6 different types of computer terminals (numbered 1 to 6) and complete the game or task presented. If correct a code will be obtained and displayed on screen. If an attempt fails the first code obtained is deleted and must be achieved again.

To log-on to a computer terminal move to the front of the terminal and press fire and the direction required to face the terminal together. A log on message will be displayed in the bottom left screen.

All mini games are controlled by movement keys or joystick and the user should experiment to find the best way to complete them.

Once all 6 passwords are obtained locate the computer terminal which controls the lift shaft (don't forget the game can be saved at this point), log on and select — "Operate Lift". Move to the lift shaft and you will then be transported to "The President's Brain is Missing" game. Once Level 2 is completed in a similar way to level 1 it is followed by another Midi game before access to the control area on level 3 is obtained. After completion of level 3 the real fun starts, move to the S.C.U.B.A. section.

S.C.U.B.A. stands for Simple Code Understandable By Anyone, you have to crack the computer system by writing a program in Scuba language to guide your Remote Manipulation Vehicle (RMV) around the control rods and fuel rods in order to prevent the reactor MELTDOWN. You will need to find out how to do it as we do not propose to give detailed instructions other than >HELP.

## And don't forget "You ain't seen nothin yet"

## TO SAVE A GAME POSITION

Use the reverse side of your MELTDOWN disk. The game position can be saved within level 1, 2 or 3 but not during Midi games or S.C.U.B.A. Locate & move to a lift terminal. Log on and save as requested.



## POUR CHARGER

**R U N " M E L T D O W N " R E T U R N**

### Commandes

**R** Pour redéfinir les mouvements des touches de direction, ou utiliser le joystick

Pour les sauts périlleux,  
appuyez sur FIRE et la commande de direction simultanément

Fait tirer l'arme laser

## POUR SAUVEGARDER VOTRE POSITION DE JEU

Utilisez l'autre face de votre disque MELTDOWN. Vous pouvez sauvegarder votre position de jeu dans les niveaux 1, 2 ou 3, mais non durant les jeux "Midi" ni en mode S.C.U.B.A.

Trouvez ou dirigez-vous vers un terminal d'ascenseur, faites-vous prendre en charge et sauvegardez selon les besoins.



## LADEN

**R U N " M E L T D O W N " R E T U R N**

### BEDIENUNGSELEMENTE

R zur erneuten Definition der Richtungstasten oder Joystick benutzen. Zum Ausführen von Saltos. "Fire" und Richtung gleichzeitig drücken.

Bei "Fire" wird die Laserkanone abgefeuert.

## SICHERN EINER SPIELPOSITION

Die Rückseite der MELTDOWN Diskette benutzen. Die Spielposition kann auf Stufe 1, 2 und 3 gesichert werden, nicht jedoch bei Midi Spielen oder S.C.U.B.A.

Lift-Terminal finden oder sich zu diesem begeben. Einschalten und nach Bedarf sichern.

# GAMEPLAN

